## **Roadway Characteristics** Harmful Events Injury/Protective Devices **Accident Environment** Sequence of Events Location of First Harmful Event Contributing Circumstances, Injury Status Most Harmful Event Environment 1 - Fatal 1 - On Roadway First Harmful Event 2 - Incapacitating 2 - Shoulder 1 - None apparent 3 - Non-incapacitating 3 - Median 2 - Weather conditions Pre-crash events: 4 - Possible 3 - Physical obstruction 4 - Roadside 01 - Ran off road, right 5 - Uninjured 4 - Pedestrian action 5 - Gore 02 - Ran off road, straight 6 - Outside trafficway 5 - Glare 9 - Unknown 03 - Ran off road, left 6 - Animal in roadway 9 - Unknown 04 - Crossed centerline/median Previous accident Occupant Protection 05 - Animal or object in roadway 8 - Other (explain in narrative) 1 - None used 06 - Evasive action (swerve, Manner of Crash/Collision 9 - Unknown 2 - Shoulder and lap belt used panic braking, etc.) 1 - Non-collision 3 - Lap belt only used 07 - Downhill runaway Contributing Circumstances, 2 - Head-on Shoulder belt only used 08 - Cargo/equipment loss or shift 3 - Rear-end Roadway 5 - Child safety seat used 09 - Equipment failure (tires, 4 - Angle, oncoming left turn 01 - None apparent 6 - Helmet used brakes, etc.) 02 - Road surface condition 5 - Broadside 8 - Other (explain in narrative) 10 - Separation of units 6 - Sideswipe, same direction 03 - Debris 9 - Unknown 7 - Sideswipe, opposite direction 04 - Ruts, holes, bumps Non-collision events: 05 - Work Zone (construction, 9 - Unknown Airbag Deployment 11 - Overtum/rollover maintenance, utility) 1 - Deployed front of person 12 - Jackknife 06 - Worn, travel-polished surface 2 - Deployed side of person 13 - Other non-collision (explain 07 - Obstruction in roadway **Light Conditions** 3 - Deployed both front/side in narrative) 08 - Traffic control device 1 - Daylight 4 - Other deployment (explain in inoperative, missing, 2 - Dusk Collision with: narrative) obscured 3 - Dawn 5 - Not deployed 20 - Non-motorist (see non-09 - Shoulders (none, low, soft, 4 - Dark, roadway lighted 6 - Not applicable motorist type) high) 5 - Dark, roadway not lighted 9 - Unknown 21 - Vehicle in traffic 10 - Non-highway work 6 - Dark, unknown roadway lighting 22 - Vehicle in/from other 11 - Non-contact vehicle 9 - Unknown Airbag Switch Status roadway 99 - Unknown 1 - Switch in ON position 23 - Parked motor vehicle 2 - Switch in OFF position Weather Conditions (up to two) Type of Roadway Junction/ 24 - Railway vehicle/train 3 - No ON/OFF switch present Feature 01 - Clear 25 - Animal 9 - Unknown Non-intersection: 02 - Partly cloudy 26 - Other non-fixed object 03 - Cloudy 01 - No special feature (explain in narrative) 04 - Fog, smoke 02 - Bridge/overpass/underpass Ejection Collision with fixed object: 05 - Mist 03 - Railroad crossing - Not ejected 06 - Rain 04 - Business drive 30 - Bridge/bridge rail/overpass 2 - Partially ejected 05 - Farm/residential drive 07 - Sleet, hail, freezing rain 31 - Underpass/structure support 3 - Totally ejected 06 - Alley intersection 08 - Snow 32 - Culvert 4 - Not applicable (motorcycle, 07 - Crossover in median 09 - Severe winds 33 - Ditch/embankment bicycle, etc.) 10 - Blowing sand, soil, dirt, snow - Other non-intersection 34 - Curb/island/raised median 9 - Unknown (explain in narrative) 88 - Other (explain in narrative) 35 - Guardrail 99 - Unknown Intersection: 36 - Concrete barrier (median or **Ejection Path** 11 - Four-way intersection right side) 1 - Not ejected/not applicable 12 - T - intersection 37 - Tree 2 - Through front windshield 13 - Y - Intersection 38 - Poles (utility, light, etc.) **Surface Conditions** 3 - Through side window/door 14 - Five-leg or more 39 - Sign post 1 - Dry 4 - Through roof 15 - Offset four-way intersection 40 - Mailbox 2 - Wet 5 - Through back window/tailgate 41 - Impact attenuator 16 - Intersection with ramp 3 - Ice 9 - Unknown 17 - On-ramp merge area 42 - Other fixed object (explain 4 - Snow 18 - Off-ramp diverge area in narrative) 5 - Slush Trapped 19 - On-ramp 6 - Sand, mud, dirt, oil, gravel 1 - Not trapped Misc. events: 20 - Off-ramp 7 - Water (standing, moving) 2 - Freed by non-mechanical means 50 - Fire/explosion 21 - With bike/pedestrian path 8 - Other (explain in narrative) 51 - Immersion 3 - Extricated by mechanical means - Other intersection (explain 9 - Unknown 9 - Unknown 52 - Hit and run in narrative) 99 - Unknown 99 - Unknown Non-Motorist Contributing Circumstances Condition Type - Entering or crossing roadway 01 - Improper crossing 1 - Apparently normal - Pedestrian

## 2 - Walking, running, jogging, 02 - Darting 2 - Pedalcyclist (bicycle, tricycle, 2 - Physical impairment 03 - Lying or sitting in roadway playing, cycling 3 - Emotional (e.g. depressed, unicycle, pedal car) 3 - Working angry, disturbed) 04 - Failure to yield right of way 4 - Pushing vehicle 05 - Not visible (dark clothing) 4 - Illness 8 - Other (explain in narrative) 5 - Approaching or leaving vehicle 5 - Asleep, fainted, fatigued, etc. 06 - Inattentive (talking, eating, etc.) 9 - Unknown 6 - Playing or working on vehicle 07 - Failure to obey traffic signs, 6 - Under the influence of 7 - Standing alcohol/drugs/medications signals, or officer Location (prior to impact) 8 - Other (explain in narrative) 08 - Wrong side of road 8 - Other (explain in narrative) 1 - Marked crosswalk at intersection 88 - Other (explain in narrative) 9 - Unknown 9 - Unknown 2 - At intersection, no crosswalk 99 - Unknown 3 - Non-intersection crosswalk 4 - Driveway access crosswalk Safety Equipment 8 - Other non-intersection (explain in 4 - None 1 - Helmet narrative) 2 - Reflective clothing 8 - Other (explain in narrative) 9 - Unknown 3 - Lighting 9 - Unknown